Amendments to the Claims

This listing of claims replaces all prior versions, and listings, of claims in the application.

Claims 1-15 (canceled)

Claim 16 (previously presented): A board game designed to teach players how to control their behavior to achieve one or more goals, the board game comprising:

a first play area having a first plurality of spaces connected together to form a first path along which tokens may be moved, the first path including spaces associated with a first behavior category interspersed with spaces associated with a second behavior category;

a second play area having a second plurality of spaces connected together to form a second path along which tokens may be moved, the second path including spaces associated with a first behavior category interspersed with spaces associated with a second behavior category, the first and second paths being noncontiguous from each other; and

at least one token, each representative of a particular player, for moving from space to space in either the first play area or the second play area;

wherein the proportion of spaces corresponding to the first behavior category to spaces corresponding to the second behavior category is substantially higher in the second play area than in the first play area.

Claims 17-25 (canceled)

Claim 26 (withdrawn): A method for playing a board game designed to teach players how to control their interpersonal behavior to achieve one or more goals, the method comprising:

providing a playing board having at least one play area, wherein at least a first of the at least one play area includes a plurality of spaces connected together to form a path along which tokens may be moved, a first portion of the plurality of spaces of the first play area being associated with a first behavior category and a second portion of the plurality of spaces of the first play area being associated with a second behavior category, and wherein spaces of the first portion are interspersed along the path with spaces of the second portion;

providing a token for representing a particular player;

moving the token in at least one play area from one space to another space;

associating the first behavior category with a theme of connecting behaviors;

defining the connecting behaviors as being interpersonal behaviors that tend to enhance or facilitate the creation of healthy interpersonal relationships;

associating the second behavior category with a theme of disconnecting behaviors; and

defining the disconnecting behaviors as being interpersonal behaviors that tend to damage or inhibit the establishment or maintenance of healthy interpersonal relationships.

Claim 27 (withdrawn): The method for playing the board game of Claim 26, further comprising:

when a player's token lands upon a space with the first behavior category, providing an example of a connecting behavior; and

when a player's token lands upon a space associated with the second behavior category, providing an example of a disconnecting behavior.

Claim 28 (withdrawn): The method for playing the board game of Claim 27, wherein the respective examples of connecting and disconnecting behaviors are provided on cards drawn by the respective player from a collection of cards associated with the respective theme.

Claim 29 (withdrawn): The method for playing the board game of Claim 27, wherein the respective examples of connecting and disconnecting behaviors are provided by the player whose token landed on the respective space.

Claim 30 (withdrawn): The method for playing the board game of Claim 29, further comprising, when the player provides an example of a connecting behavior, awarding the player a number of points, the number of points being determined by another person based on the example provided by the player.

Claim 31 (withdrawn): The method for playing the board game of Claim 29, further comprising one or more cards entitling the player possessing such a card to decline to provide an example of a connecting or disconnecting behavior when otherwise required by the rules of the game.

Claim 32 (withdrawn): The method for playing the board game of Claim 27, further comprising, when an example of a connecting behavior is provided, awarding the respective player a number of points.

Claim 33 (withdrawn): The method for playing the board game of Claim 32, further comprising the step of determining the winner of the game is determined based upon the accumulation of points by the players.

Claim 34 (withdrawn): The method for playing the board game of Claim 32, wherein the number of points awarded the player is predetermined.

Claim 35 (withdrawn): The method for playing the board game of Claim 27, wherein each example of a connecting behavior that is provided must be of a particular type of connecting behavior, the particular type being selected from a set of connecting behavior types according to the rules of the game.

Claim 36 (withdrawn): The method for playing the board game of Claim 35, wherein the set of connecting behavior types include at least four of the following: "listening", "supporting", "encouraging", "respecting", "trusting", "accepting" and "negotiating".

Claim 37 (withdrawn): The method for playing the board game of Claim 35, wherein each example of a disconnecting behavior that is provided must be of a particular type of disconnecting behavior, the particular type being selected from a set of disconnecting behavior types according to the rules of the game.

Claim 38 (withdrawn): The method for playing the board game of Claim 37, wherein the set of disconnecting behavior types include at least four of the following: "criticizing", "blaming", "complaining", "nagging", "threatening", "punishing" and "bribing".

Claim 39 (withdrawn): The method for playing the board game of Claim 35, further comprising the step of providing a set of cards associated with the theme of connecting behaviors, each card marked with an indicium corresponding to a particular type of connecting behavior.

Claim 40 (withdrawn): The method for playing the board game of Claim 27, further comprising the step of supervising, by a moderator trained in the study of interpersonal relationships, the steps of playing the game.

Claim 41 (withdrawn): A method for playing a board game designed to teach players how to control their interpersonal behavior to achieve one or more goals, the method comprising:

providing a first play area having a first plurality of spaces connected together to form a first path along which tokens may be moved, the first path including spaces associated with a first behavior category interspersed with spaces associated with a second behavior category;

providing a second play area having a second plurality of spaces connected together to form a second path along which tokens may be moved, the second path including spaces associated with the first behavior category interspersed with spaces associated with the second behavior category;

associating the first behavior category with a theme of connecting behaviors;

associating the second behavior category with a theme of disconnecting behaviors;

providing a token for representing a particular player;

moving the token from space to space along the first path in the first play area;

upon the occurrence of a particular event during play, removing the token from the first play area and placing the token on a space in the second path in the second play area, the particular event being achievable regardless of which space in the first path the token is on when the particular event occurs; and

thereafter, moving the token from space to space along the second path in the second play area;

wherein each token is more likely to land on spaces associated with the first behavior category, the first category comprising a theme of proper behavior patterns, and less likely to land on spaces corresponding to the second behavior category, the second category comprising a theme of improper behavior patterns, in the second play area than in the first play area.

Claim 42 (withdrawn): The method for playing the board game of Claim 41, wherein the theme of proper behavior patterns comprises a theme of connecting behaviors, and wherein the theme of improper behavior patterns comprises a theme of disconnecting behaviors.

Claim 43 (withdrawn): The method for playing the board game of Claim 42, further comprising:

initially, moving each token within the first play area; and

achieving a preliminary goal in order to move at least one token from the first play area to the second play area.

Claim 44 (withdrawn): The method for playing the board game of Claim 43, wherein achieving the preliminary goal includes accumulating a predetermined number of points in the first play area.

Claim 45 (withdrawn): The method for playing the board game of Claim 44, further comprising the step of accumulating a predetermined number of points in the second play area in order to win the game.

Claim 46 (withdrawn): The method for playing the board game of Claim 43, wherein providing a playing board includes providing a playing board such that the first plurality of spaces includes at least some spaces corresponding to proper behaviors and at least some of the spaces corresponding to improper behaviors, and further such that the second plurality of spaces includes at least some spaces corresponding to proper behaviors and at least some of the spaces corresponding to improper behaviors, and still further such that the proportion of spaces corresponding to proper behaviors to spaces corresponding to improper behaviors is substantially higher in the second play area than in the first play area.

Claim 47 (withdrawn): The method for playing the board game of Claim 43, further comprising the step of providing a first set of textual messages whose content corresponds in theme to improper behaviors and a second set of textual messages whose content corresponds in theme to proper behaviors, the first and second sets of textual messages being used to control play when tokens land on spaces corresponding to improper behaviors and spaces corresponding to proper behaviors, respectively.

Claim 48 (withdrawn): The method for playing the board game of Claim 47, wherein the step of providing first and second sets of textual messages includes providing the first and second sets of textual messages on cards.

Claim 49 (withdrawn): The method for playing the board game of Claim 42, further comprising the step of supervising, by a moderator trained in the study of interpersonal relationships, the steps of playing the game.